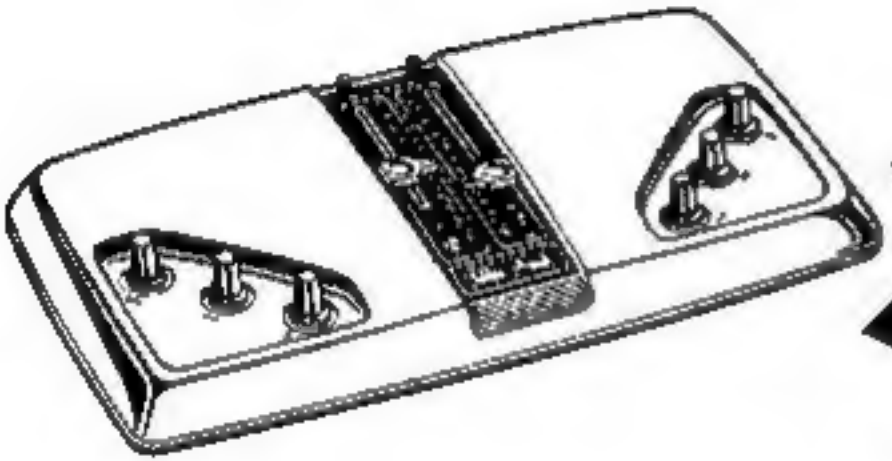
ODYSSEY® 200

INSTALLATION AND GAME RULES



ODYSSEY by Magnavox . . .
Works on any brand . . . any size TV . . . color or black & white

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ODYSSEY® 200

ODYSSEY, America's most exciting Home Video Game is now yours for you, your family and your friends to enjoy.

ODYSSEY 200 is an electronic home video game that easily attaches to any brand television . . . any screen size - black and white or color. You can easily connect ODYSSEY to any TV in your home or even take it to a party! For maximum enjoyment of your ODYSSEY, please take a few minutes to read just how easy it is to connect and operate ODYSSEY for hours of challenging fun.

ODYSSEY . . . from MAGNAVOX, a leader in the field of quality electronics for over sixty years.

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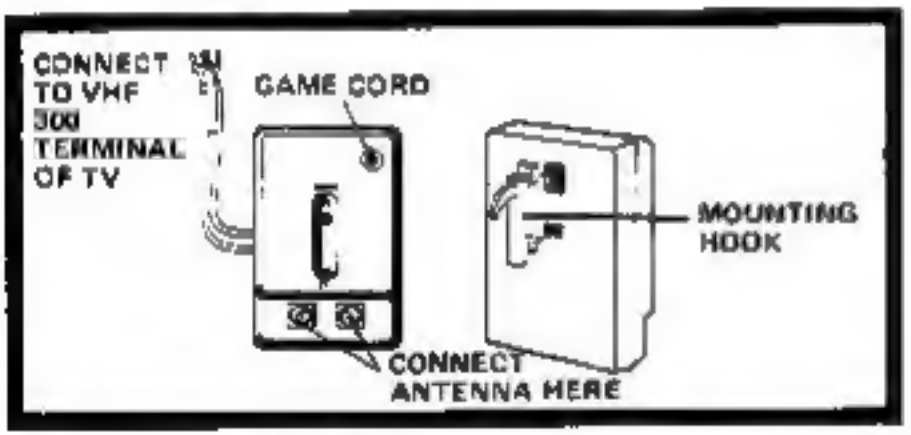
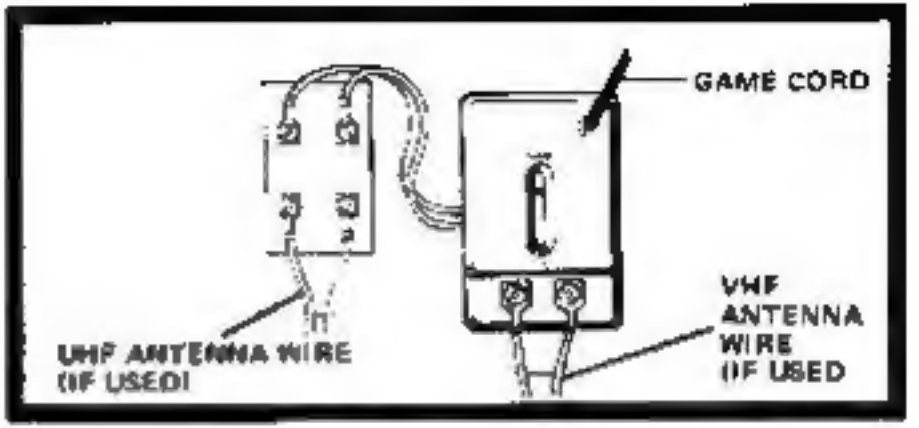
how to connect odyssey

ANTENNA-GAME SWITCH

The ANTENNA-GAME SWITCH is provided as a convenience to allow you to select either ODYSSEY or regular TV viewing, without having to disturb your antenna connections. After its initial installation, you merely move the slide switch to either GAME position for ODYSSEY . . . or to the TV position for television viewing.



A mounting hook is provided for conveniently "hanging" the ANTENNA-GAME SWITCH on the back of your television. After installing the hook, insert the end through one of the ventilating holes on the back of your television near the antenna connections. **(Note: Some TV's do not have ventilating holes convenient to the antenna terminals therefore the hook is not required).**



Locate the VHF antenna terminals on the back of your television. Disconnect the VHF antenna wire (if there is one), from your television and connect it to the ANTENNA-GAME SWITCH. Connect the lead from the ANTENNA-GAME SWITCH to the VHF-300 terminals of the television. The ANTENNA-GAME SWITCH is now permanently connected to your television. When changing from GAME to TV, make certain the slide switch is moved to the extreme position; do not leave it in the middle, as you will not have proper operation.

Additional ANTENNA-GAME SWITCHES may be purchased at your local ODYSSEY or Magnavox dealer, so you may install one on each television in your home.

If your antenna cable is round with a screw-on type connector (75 ohm), you will need to purchase a 75 ohm to 300 ohm Balun to permit connection of your TV antenna to the Odyssey Antenna-Game Switch. The 75 ohm to 300 ohm

Balun's are readily available from your local Magnavox Dealer or any television service organization.

If you were using a 75 ohm round cable, your television will probably have a set of jumper plates or a switch which must be moved to select the VHF–300 terminals. Your television instruction book will be of help.

GAME CORD

The GAME CORD on your ODYSSEY Master Control Center should now be plugged into the ANTENNA-GAME SWITCH socket marked GAME CORD. The GAME CORD should never be yanked from the Antenna Game Switch. Always grasp it by the plug and not the cord.

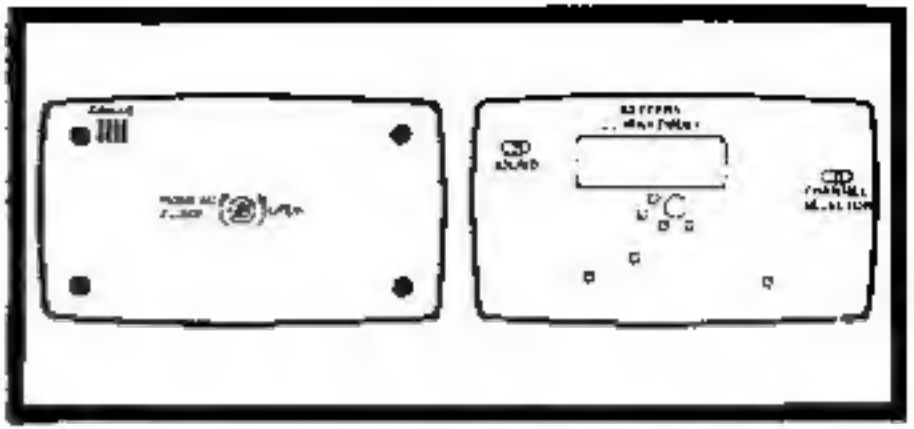
how to set up odyssey

BATTERY INSTALLATION

ODYSSEY is a completely safe product for all ages and members of your family to use since it is powered by 6 "C" Cell batteries or a 9 volt AC Adaptor which is available at your ODYSSEY or Magnavox dealer.

Place your ODYSSEY Master Control Center upside down and insert a coin, such as a quarter, in the coin screw located in the center of the bottom cabinet. Press down gently and turn the screw approximately one half turn to the left (counter-clockwise). Take hold of both sides of the bottom cabinet and lift off.

Insert 6 "C" Cell size batteries into the Battery Compartment.



Be certain the batteries are installed in the direction indicated by the pictures in the battery compartment or you may damage the ODYSSEY electronics. For extended operation, we recommend the use of alkaline batteries.

If you seldom operate your ODYSSEY from batteries but use the AC Adaptor instead, remove the batteries from your ODYSSEY to prevent possible battery leakage damage. The AC Adaptor is plugged into the AC Adaptor socket located on the top back side of the Master Control Center.

CHANNEL SWITCH

The channel switch is located to the right of the battery compartment and is used to select either Channel 3 or 4 for operation of your ODYSSEY. This switch is normally set at the factory to the Channel 3 position. If a television station is operating on Channel 3 in your area, move the switch to the Channel 4 position. For future reference, indicate here the channel being used for ODYSSEY:_____

SOUND SWITCH

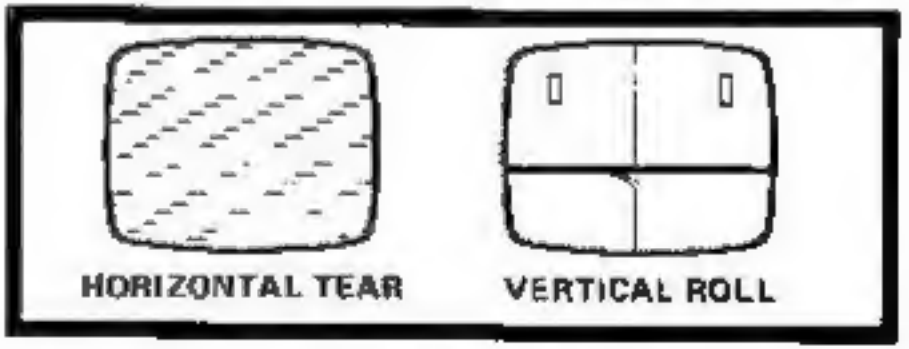
Your Odyssey is equipped with an electronic action sound feature. Each time the ball strikes a player or wall, you will hear an electronic BEEP. A sound switch is provided to the left of the Battery Compartment. Check to insure the switch is in the ON position. (If desired, you may deactivate the sound by merely moving the sound switch to the OFF position).

Leave the bottom cabinet off of the Master Control Center until all of the adjustments are made as described in the following copy.

adjusting your television

- Set the Antenna-Game Switch to the TV position and turn on your television. Select a known operating channel and adjust your television for normal picture viewing.
- Now, set the television to VHF Channel 3 or 4 and move the Antenna-Game Switch to the GAME position. Be certain to move the slide switch completely to the GAME position.
- Turn the ODYSSEY Master Control Center POWER Switch to the ON position. Move the GAME Select Switch on the Master Control Center to position "B". You are now sending a signal to your television. You should see a white vertical line from top to bottom and possibly one or more small white rectangles. If the vertical line doesn't appear on the screen rotate the CENTER control.
- Adjust the VHF Fine Tuning on the television, if necessary, until the vertical line is straight and clear. Also adjust the Brightness and Contrast controls of your television, if necessary, to obtain a bright white line against a dark gray background.
- Vertical and Horizontal Controls If you have a stable picture when the Antenna-Game Switch is in the TV position and you are receiving a local station, your Odyssey picture should also be stable when it is in the GAME position. If your Odyssey picture rolls or tears, the following adjustment to your Odyssey should be made:

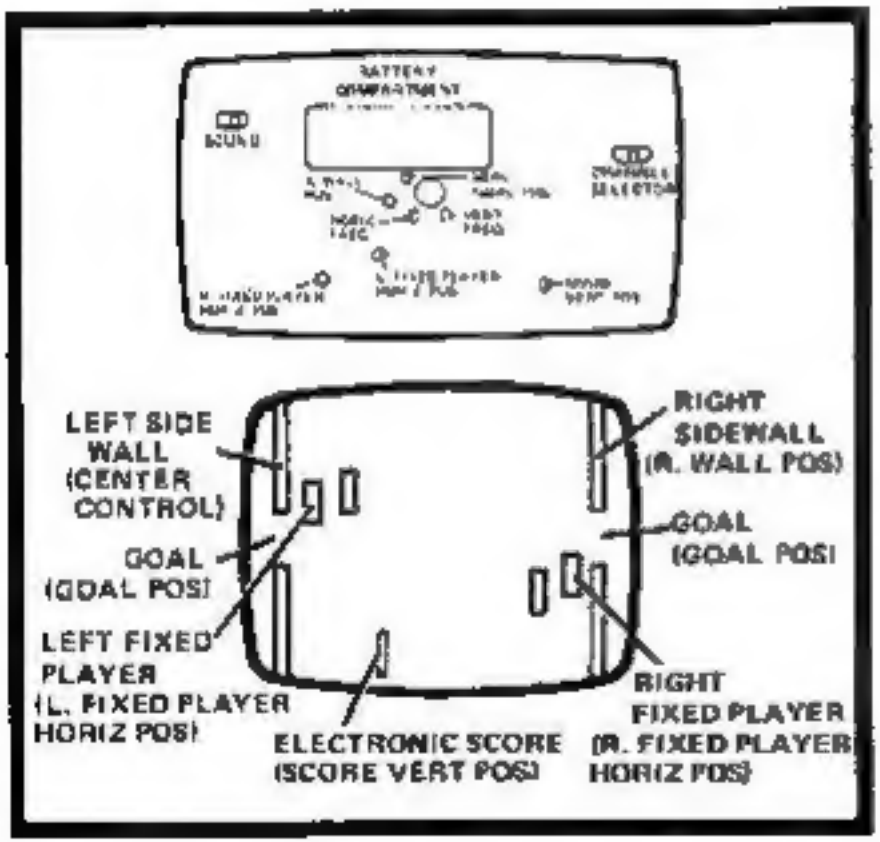
1. If your Odyssey picture rolls, insert a thin blade screwdriver in the hole marked "VERT FREQ". Turn the screwdriver until the picture stops rolling.
2. If your Odyssey picture tears, insert a thin blade screwdriver



in the hole marked "HORIZ FREQ". Turn the screwdriver until the picture is straight.

- Because your Odyssey is designed to work on all brands of TV's (regardless of screen size) controls have been added so

that you can customize your Odyssey to your TV. Set the GAME Select Switch to position "C" (HOCKEY) and the PLAYERS Switch to position "4". Use a thin blade screwdriver and adjust the Right Side Wall, Goal Opening position, Right and Left Fixed Players and the Automatic Score as follows:



1. Right Side Wall- Insert the blade in the hole marked "R. WALL POS". Turn the screwdriver until you move the right side wall as close to the right edge of your TV screen as possible yet remaining completely visible.
2. Goal Opening Position—Insert the screwdriver until the goal openings in the right and left walls are centered from top to bottom on your TV screen.
3. Right Fixed Player—Insert the screwdriver in the hole marked "R. FIXED PLAYER HORIZ POS". Turn the screwdriver until you move the Right Fixed Player approximately its width left of the Right Side Wall. You may have to turn the screwdriver and the Right Vertical Control (top of Master Control Center) to make the Player appear on the screen.
4. Left Fixed Player Adjust the CENTER Control until the Left Side Wall is as close to the left edge of the screen as possible and still completely visible. Now adjust the "L. FIXED PLAYER HORIZ POS" Control until the Left Fixed Player is approximately its width to the right of the Left Side Wall. If the Left Fixed Player is not visible turn the Left Vertical control located on the top of the Master Control Center.
5. Electronic Score—Insert the screwdriver in the hole marked "SCORE VERT POS". Turn the screwdriver to move the SCORE Up and Down. Adjust for your own preference.
6. Replace the cabinet bottom with the Grille covering the SOUND switch and make sure the GAME CORD is in the cabinet slots.
7. Your Odyssey is now customized to your TV.

the player control knobs

VERTICAL CONTROL

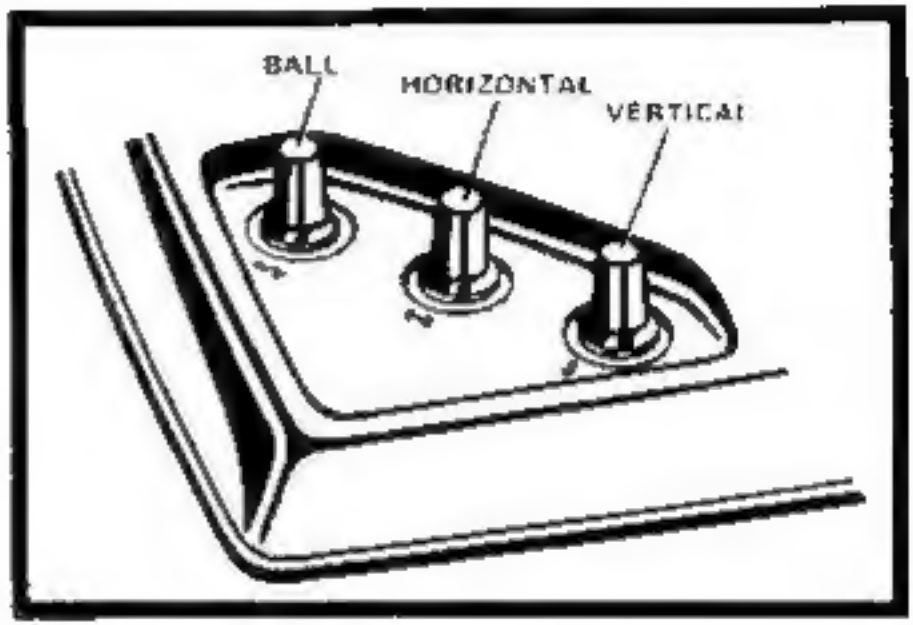
The Vertical Control will always move a player up or down. Turning the knob to the right will move the player up, and turning the knob to the left will move the player down. When playing with four players the right and left fixed players will move at a slower pace than the other players.

HORIZONTAL CONTROL

The Horizontal Control will always *move a player to the left or right. Turning the knob to the right will move the player to the right, and turning the knob to the left will move the player to the left. The Horizontal Control is also used to start each game by bringing the ball into play as explained later. *The right or left fixed players will not be affected by this control.

BALL CONTROL

The Ball Control directs the path of the ball across the TV Screen. When the ball is traveling from left to right in the Tennis Game, only the Ball Control on the left side of the ODYSSEY Master Control Center will affect the Ball. When the ball is traveling from the right to the left, only the Ball Control on the right side of the ODYSSEY Master Control Center will affect the Ball. During play you should generally keep the Ball Control near its center position and then turn it quickly to deceive and outwit your opponent. When playing either Smash or Hockey, the last player to touch the ball maintains Ball Control until the opponent touches it regardless of the direction the ball is traveling.



to get ball on screen

To get the Ball into play, each of the players should take turns moving their HORIZONTAL Player Control until their player touches a white wall. Be certain your player makes complete contact with the wall. If both opponents are touching the wall or walls the Ball will not come into play.

SMASH

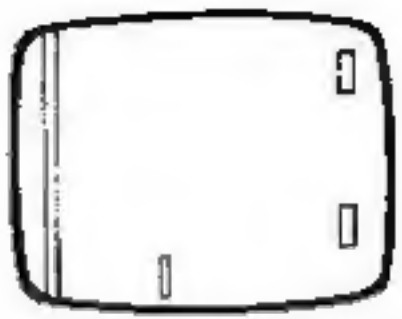
The combined furious action of both Handball and Jai-alai create the exciting Odyssey Smash game. Due to the speed of play this game is available in two player form only.

OBJECTIVE

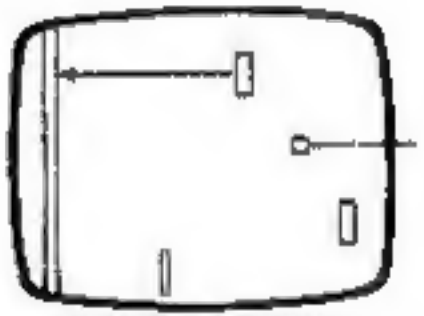
The objective of Smash is for each contestant to control their player so it is the last to touch the ball before it leaves the field of play. The first contestant to score 15 points is the winner.

SET UP

1. Set the Odyssey Game Selector Switch to position "A".
2. Players Switch may be set to either 2 or 4 but only two players will appear. This Switch may be used also for manually resetting the on-screen score to 0-0 by placing the Switch in the other position.
3. Adjust the Center Control to position the playing wall as close to the left edge of the screen as possible.
4. If manual mechanical scoring is to be used, set Scoring Indicators to 0-0.
5. Move players so they are positioned over each other near the right side of the screen, the left player should occupy the upper position (right "side" of "court").
6. Adjust the Speed Control to an agreeable speed for the ball—the faster, the more furious the action!



PROPER SMASH DISPLAY



PLAYER SERVING BALL

PLAY

To bring the Ball into play, the contestants should alternate moving their players to touch the wall. When the player contacts the wall the Ball will serve from the backcourt (right edge). The

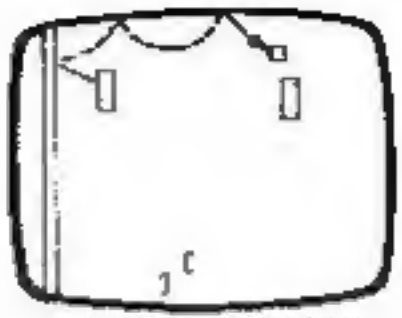
Ball is then in play, and the serving player has Ball Control until his opponent touches it. That player then gets Ball Control and so on.

STRATEGY

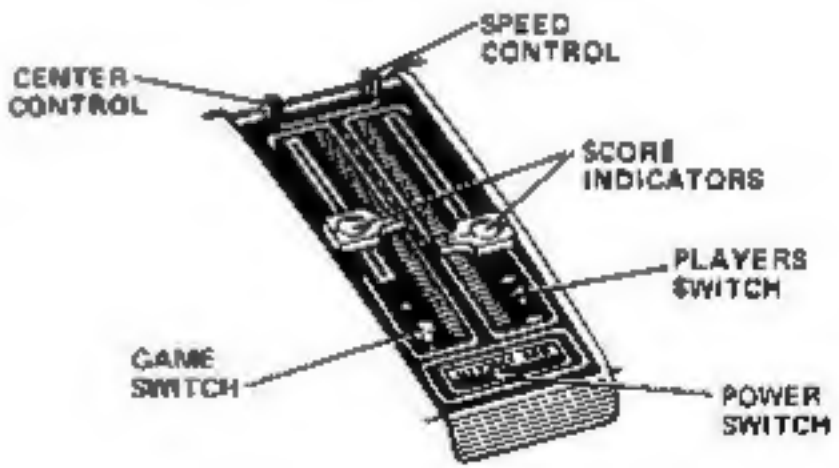
Remember that the Ball will rebound off the playing wall strongly and ricochet off the invisible top and bottom rebound walls. Both contestants should keep their left hand on the Ball Control for maximum advantage in trying to sneak the Ball around their opponent and into the back court to score. A fine tactic is to run in front of your opponent as he hits the ball toward the wall for once the ball hits your player, even on the back, you gain Ball Control and the potential to score.

SCORING

Each time the ball goes into the backcourt (off screen to the right) the last player to touch it receives a point. This point is automatically scored for you on the screen. The top half of the Score is the left players score and the bottom half is the right players score. The appropriate half advances to the right each time its player scores. If using the manual mechanical scoring advance the appropriate Score Indicator to the next point. The winner is the first contestant to achieve 15 points. When either half of the Score on the screen reaches 15 points it will disappear from the screen. Before starting a new game reset the Score to read 0-0 by sliding the Players Switch to the other position. Also return the manual Score Indicators back to 0-0.



TOP BALL REBOUND



CONTROL PANEL

TENNIS

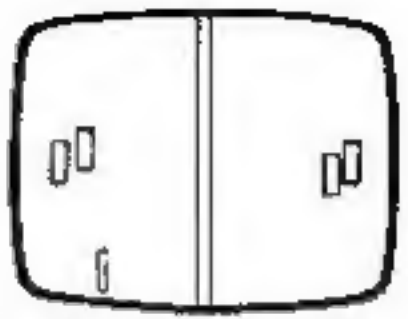
Choose teams and play your own electronic Tennis tournament right in the comfort of your home. Your Odyssey Electronic TENNIS is a challenging game that will provide hours of fun for the entire family.

OBJECTIVE

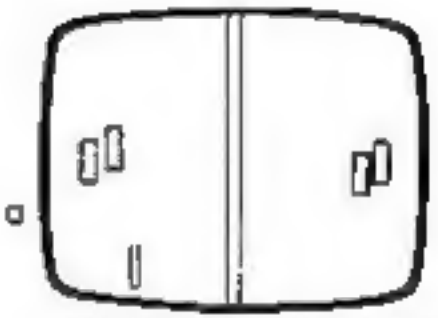
The objective of Tennis is for each of the two contestants to skillfully defend their court and drive the ball past their opponent's player(s) off the TV screen. The first contestant to reach 15 points wins.

SET UP

1. Set the Odyssey Game Selector Switch to position "B".
2. Place the Players Switch in the "2" position to play singles or in the "4" position to play doubles.
3. Adjust the Center Control so the white vertical line is in the middle of the screen.
4. If manual mechanical scoring is to be used, set Scoring Indicators to 0-0.
5. Make certain the player controlled by the Player Controls on the right side of the Odyssey Master Control Center is in the right court and the player controlled by the left set of Player Controls is in the left court.
6. Adjust the Speed Control to an agreeable speed for the Ball. (Turn the control right for FAST, and left for SLOW).



PROPER TENNIS DISPLAY



BALL READY TO SERVE

PLAY

After volleying the ball back and forth to provide a little practice for both contestants, you should volley to determine who will serve first.

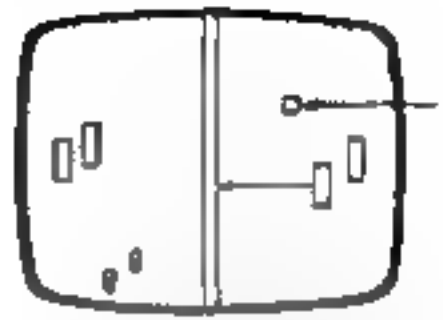
To begin play the contestant serving must position the Ball off the TV screen on his side of the court. If necessary, reset the Score on the screen to 0-0 with the Players Switch and return it to the previously selected position. When both contestants are ready, the contestant serving moves in and touches the center line with his player and the game begins as the Ball moves on the TV screen.

STRATEGY

A player will have Ball Control as he serves the Ball and while it travels toward his opponent. Both contestants should always keep their left hand on the Ball Control for maximum advantage in outwitting his opponent. Also, don't forget, there are invisible rebound walls at the top and bottom of the TV screen, ricochet the ball off of these walls to keep your opponent guessing where he should be positioned to make the return.

SCORING

Each game is played until one player reaches a total of 15 points. Each time a player successfully maneuvers the ball off the TV screen past his opponent that player receives a point, which will be scored automatically on the screen. If you are using the manual mechanical scoring, advance the Score Indicator to the next point. The winner is the first contestant to reach a total of 15 points and that score will disappear from the screen.



PLAYER SERVING BALL

HOCKEY

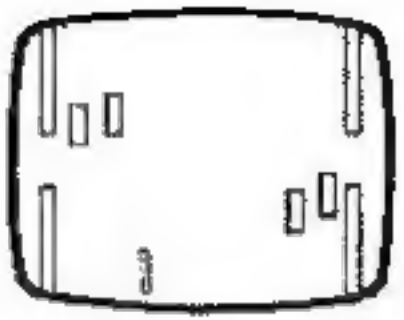
The action and excitement of Odyssey Electronic Hockey Game will quickly get your blood heated as you race across the ice to make the "slap" shot into your opponents goal and SCORE.

OBJECTIVE

The objective of Hockey is for each contestant to skillfully defend their goal and drive the puck past their opponent's player(s) and into his net. The first contestant to score 15 points wins the period. You must win two out of three periods to win the game.

SET UP

1. Set the Odyssey Game Selector to position "C".
2. Set the Scoring Indicators to 0-0, if they are to be used.
3. Place the Players Switch in the 2 position for 2 player operation or in the 4 position for 4 player operation.
4. Adjust the Center Control to position the white line on the left side of the TV screen, as close to the edge of the screen as possible.
5. Move the player(s) controlled by the Player Controls on the right side of the Odyssey Master Control Center to the right side of the TV screen. The right player will defend the right goal. The player(s) controlled by the left set of Player Controls should be on the left side of the TV screen and thus defends the left goal.



PROPER HOCKEY DISPLAY

6. Adjust the Speed Control to an agreeable Speed for the "Puck". In this game, a slower speed is recommended since the puck stays in almost constant motion and the action is necessarily fast and furious.

PLAY

To bring the Puck into play, the losing contestant should move his player out to touch either wall. Once the player makes contact with the wall, the Puck will enter the field of play. Volley the puck back and forth to become accustomed to the action required. Either player can retain Ball Control for a sustained period if his opponent is unable to hit the puck.

Once you're familiar with the play, bring the Puck on to the screen and trap it between the two players at center ice. If necessary, reset the score on the screen to 0-0 with the Players Switch and return it to the previously selected position.

Keep the Puck trapped until it has hit the players at least twice. Then both contestants should turn their Ball Control rapidly until the puck moves around one of the players. The players must now defend their goals and continue "slapping" the puck toward the opponent's goal to score. Following each goal play is again started with a face off at center ice.

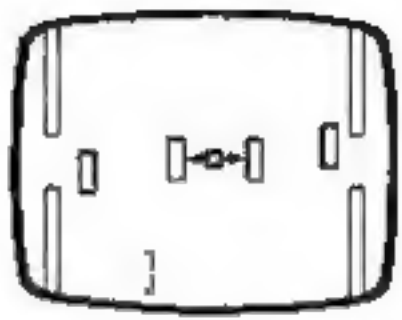
STRATEGY

Keep your left hand on the Ball Control at all times and use your right hand to operate the Vertical and Horizontal Controls. This will allow you to constantly maintain control of the puck while defending your goal or moving down ice to keep the action confined to your opponent's side of the ice. Don't forget to use the Top and Bottom Ball Rebound to keep your opponent guessing.

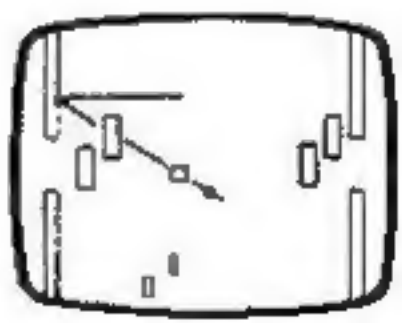
If you should miss a shot, attempt to let the puck return through your player, at which time you will gain possession of the puck and have the Ball Control.

SCORING

One point is scored each time a player is successful in driving the puck through his opponent's goal. The point is scored automatically on the screen. If you are keeping score manually with the Score Indicators, advance the appropriate side to the next point. The first contestant to reach 15 points wins the period. To win the Hockey Game, a contestant must win 2 out of 3 periods. Be sure to reset the Scores before starting a new period.



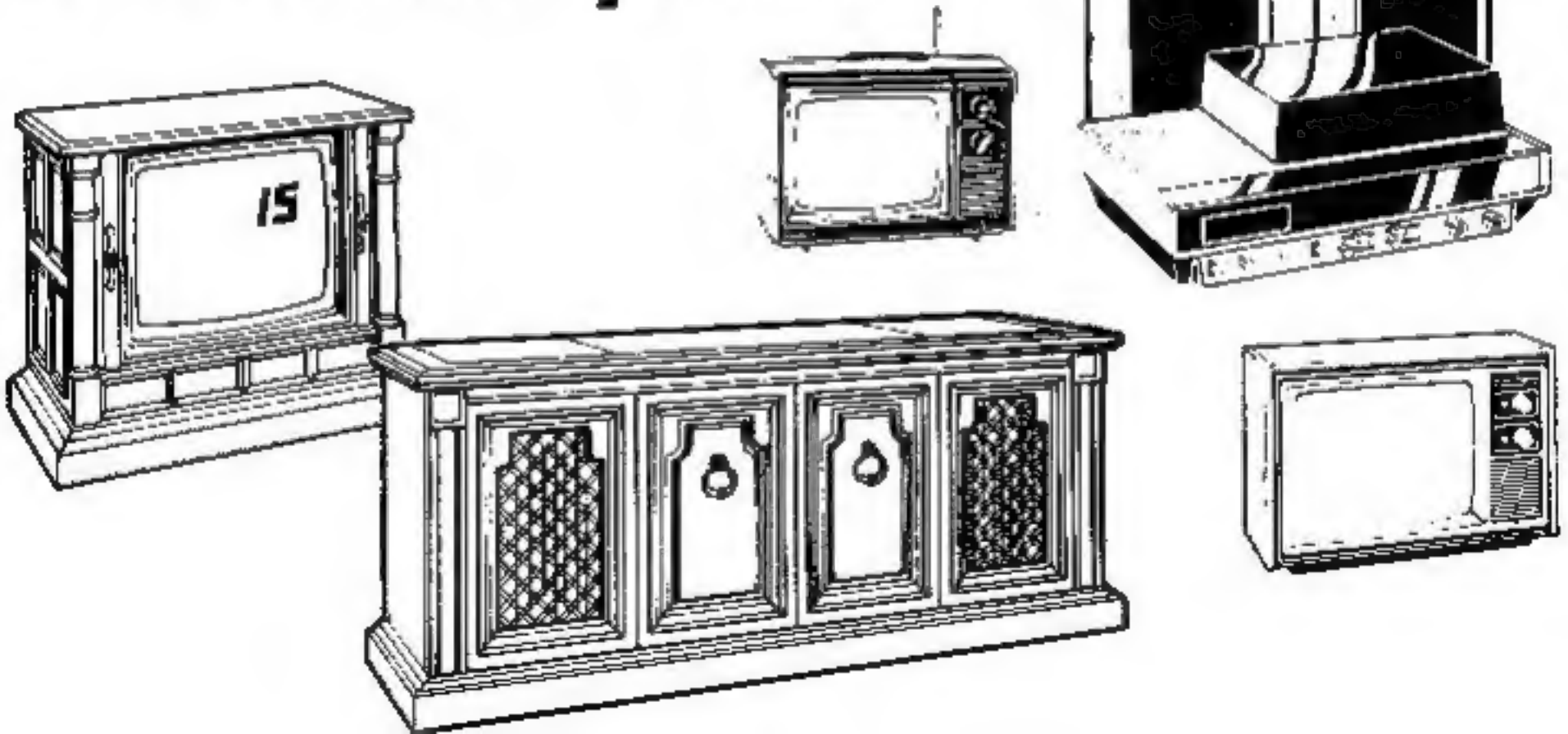
CENTER ICE FACE OFF



PUCK RETURNING THROUGH PLAYER(S)

performance check list

Should your ODYSSEY System appear to be malfunctioning, this Performance Check List will help you determine if service is actually required.

1. If you do not get a player image on your television screen when the Power Switch is ON . . .
   A. Check to see that the slide on the ANTENNA-GAME SWITCH is in the "Game" position and that the Antenna-Game Switch has been properly installed.
   B. Check to see that the Game Cord is plugged into the Antenna-Game Switch.
   C. Rotate the HORIZONTAL AND VERTICAL CONTROLS on both sets of Player Controls. If the player images do not appear on the screen, continue with the check list.
   D. Check to see that the Channel Selector on your television is set to the proper channel, as indicated by the Channel Switch in your Master Control Center.
   E. Check the batteries in your Master Control Center to see that they are properly installed. Also, if your game has been in operation for sometime, the batteries may be weak and should be replaced.
2. If the display on your television screen is distorted or scrambled, then the problem may be an adjustment of the television controls . . .
   A. Check to be sure you are on the proper channel for game operation.
   B. Switch the television to a known operating local station and the Antenna-Game Switch to the TV position. Adjust the television controls to obtain a normal picture.
   C. If a normal picture is obtained, switch back to the Game position and set your television to the proper channel on which ODYSSEY is used. Adjust the VHF Fine Tuning on the television. If the picture is rolling or tears, follow the steps outlined in the "Adjusting Your Television and Odyssey" section of this book.

See your Magnavox dealer for more fine products.